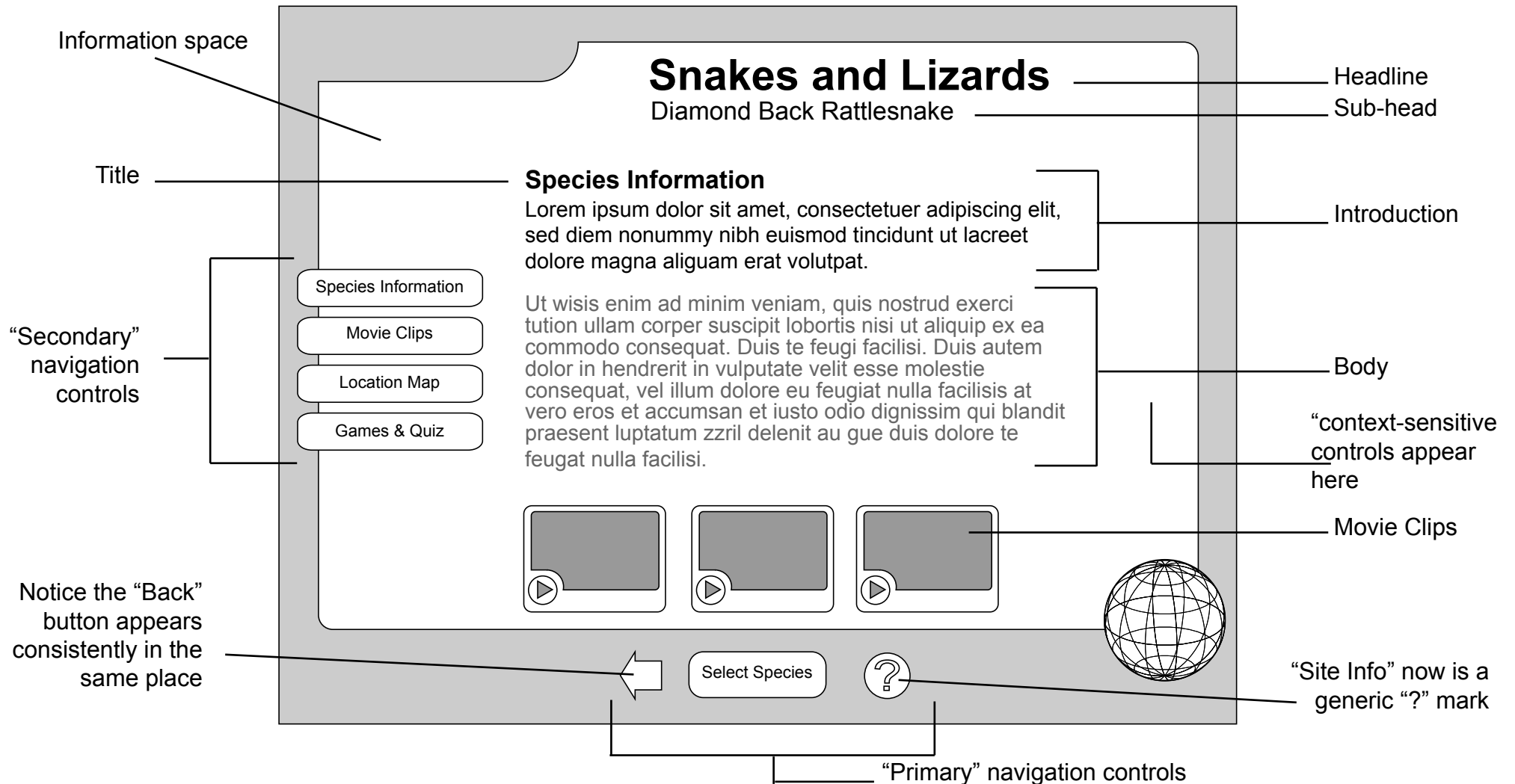


Design Notes

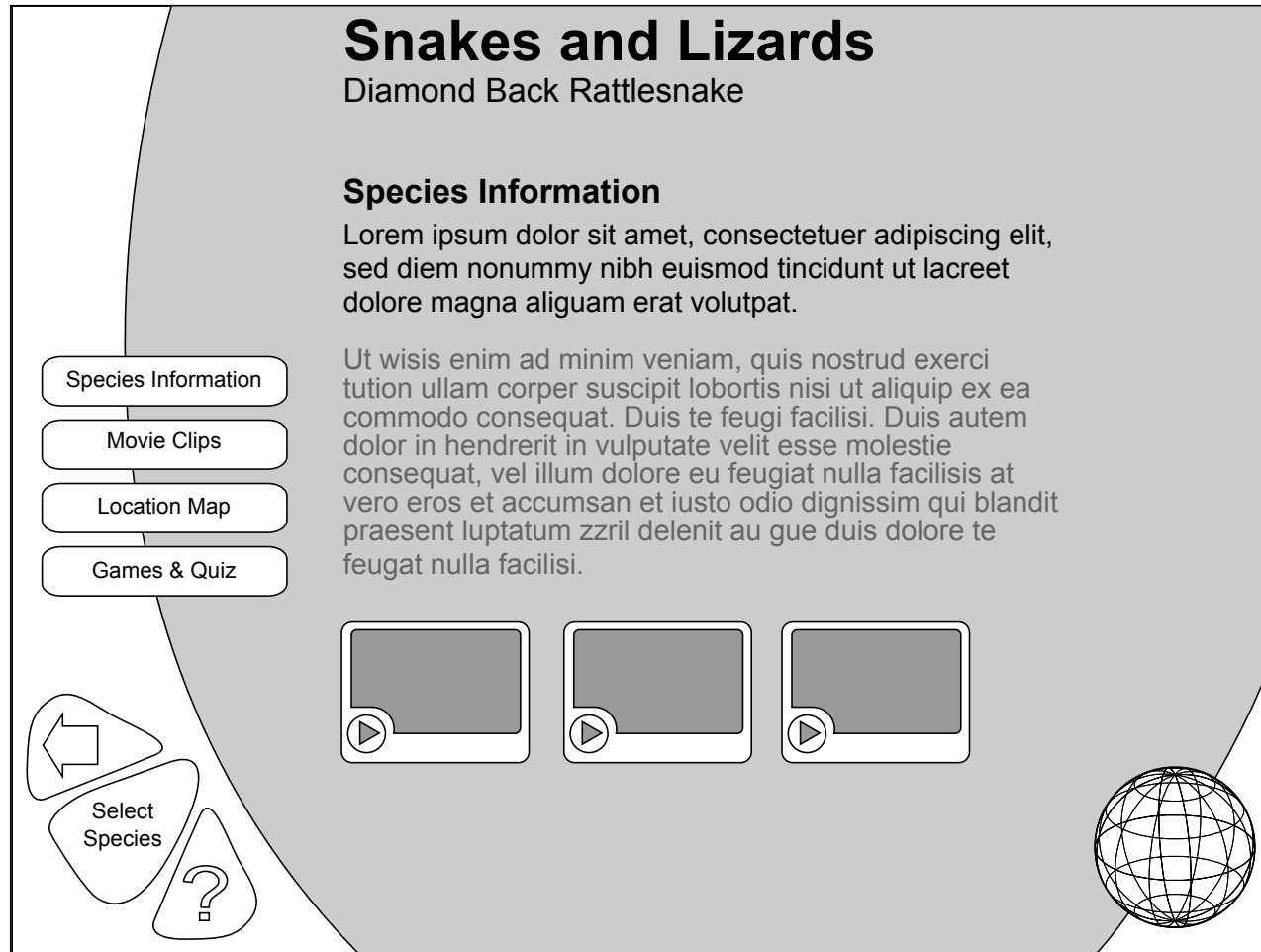
Concentrated on separating the “controls” from the “Content”. Then organizing the “controls” into “primary” or global and “secondary” or specific. The “content” is presented in a visual hierarchy: Headline ... Sub-head ... Title... Introduction... Body. Each element has a text style, (font, size, bold, leading, etc.).

Also tried to reduce “visual noise”, (i.e. fewer graphic elements) so it’s easier to focus on the “content” and not the “user interface”.



Design Notes

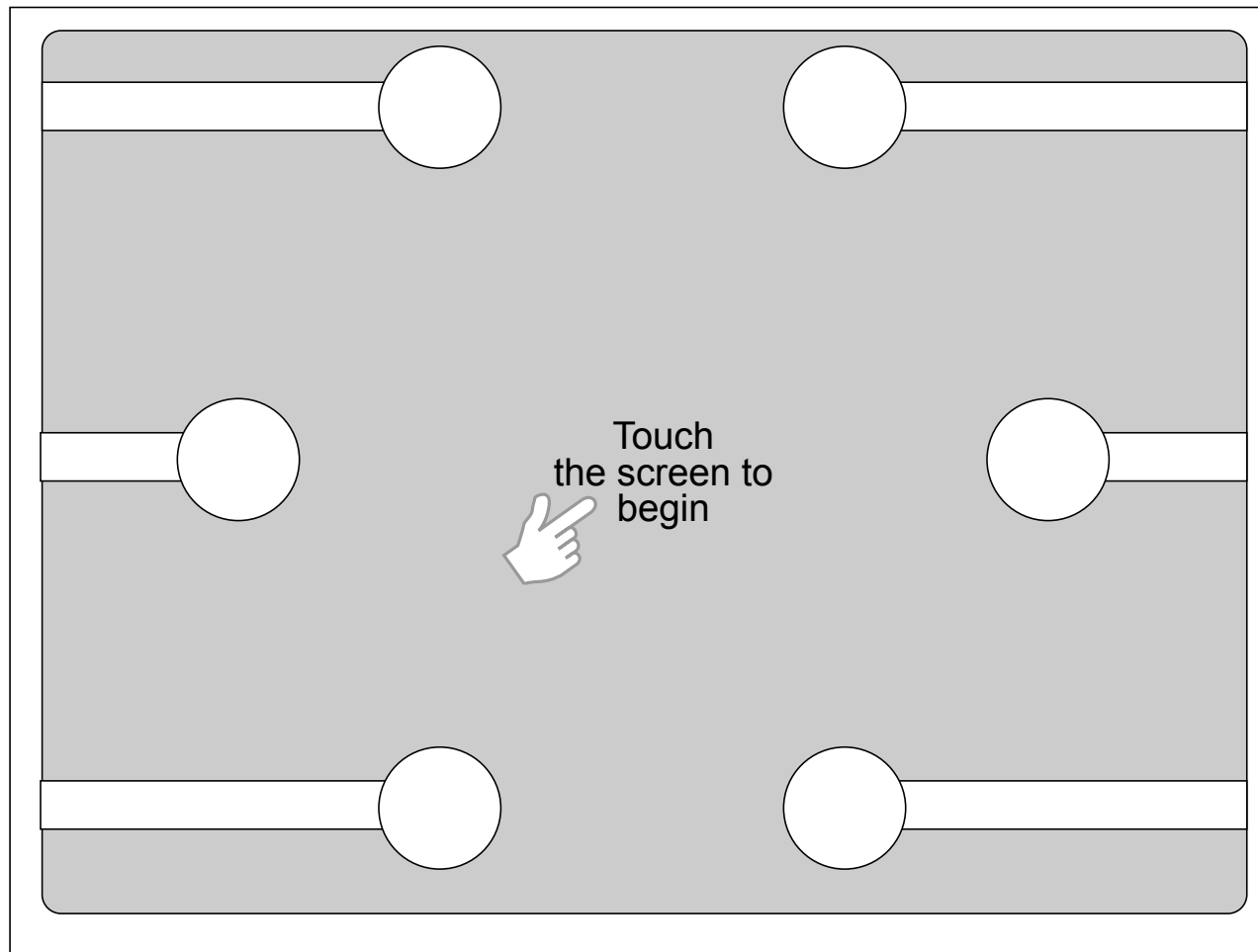
As per version, but this time a more stylistic user-interface with a “swoosh” border focusing attention radially into the centre where the “content” is.



Version 3.0

Design Notes

An idea, (not complete) for the “Attractor” screen the application returns to in it’s idle state. I was thinking the circles could contain species photos and they could dynamically slide in from the edges, (providing the eye-catching movement), Users could simply click the centre of the screen to begin or more likely click on an interesting species, (one of the circles). Obviously not thought out yet but might spark an idea.....



Design Notes

Using a more symmetric layout, (like the screen of a modern video phone), and large buttons with familiar icons to make it obvious what they do. The “Reminder” zone could slide-in from the right-hand-side. Clicking the “OK” would dismiss it. We could also use the “Reminder” zone approach for “Quick-Quiz” type questions, (especially useful for asking/directing questions about the live exhibit).

